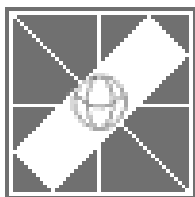


CfP: IFIP 4th International Conference on Entertainment Computing, September 19 - 21, 2005



**IFIP 4th International Conference on Entertainment Computing
September 19 - 21, 2005
Kwansei Gakuin University, Kobe Sanda Campus, Sanda, Japan
Sponsored by the International Federation for Information Processing
<http://ist.ksc.kwansei.ac.jp/ICEC2005>**

Call for Papers

We invite you to participate in the prestigious 4th International Conference on Entertainment Computing (ICEC 2005). Entertainment is taking a very important role in our life by refreshing our mind and activating our creativity. By the recent advancement of computers and networks new types of entertainment have emerged, such as video games, entertainment robots, and network games. Based on the very successful preceding workshop and conferences, the next ICEC 2005 has been set up to offer an occasion to exchange new experiences and knowledge among researchers and developers in the field of entertainment computing.

*****Conference Topics*****

Suggested research topics include, but are not limited to:

- * Advanced Interaction Design, e.g. Haptic Interfaces
- * Aesthetics, Ontology and Social Reflection
- * Ambient Intelligence for Entertainment
- * Art, Design and Media
- * Augmented, Virtual and Mixed Reality
- * Avatars and Virtual Action
- * Computer Games and Game Based Interfaces
- * Education, Training, and Edutainment Technologies
- * Evolutionary Platforms / Hardware
- * Graphics Techniques
- * Human Factors of Games
- * Human Sciences, Violence and Entertainment
- * In-Car/Flight/Train Entertainment Systems
- * Intelligent Board Games
- * Interactive Digital Storytelling, and Interactive Tele-Vision
- * Mobile Entertainment via e.g. Mobile Phones, PDAs etc
- * Modeling
- * Narrative Environments and Virtual Characters
- * Networking (technical and social)
- * New Genres, New Standards
- * Novel Hardware Devices
- * Pervasive Entertainment and Game-Playing
- * Robots and Cyber Pets
- * Simulation Applications of Games, and Military Training
- * Social Computing and Presence
- * Sound and Music for Entertainment
- * Sport and Entertainment
- * Video Games and Online Games
- * Visual Media Engineering
- * Wearable Computers and Sensors for Entertainment

*****Technical Papers*****

The proceedings of ICEC 2005 are planned to be published by Springer within their Lecture Notes in Computer Science series. Authors will find instructions to prepare their papers at Springer's Authors' instructions page. Papers should be written in English and must be no longer than 12 pages, including references, appendices, and figures. They must include title, author names, contacts and affiliations, abstract, keywords, body, and references. The abstract must be within 150 words and included in the paper. All papers will be reviewed by an international program committee. Accepted papers will be divided into two categories, long presentations and short presentations.

Papers should be submitted through the submission web site (which is under construction) in PDF format by March 25, 2005. All papers are processed electronically. Information regarding the paper and a contact author's email address, postal mailing address, and phone number also must be submitted through the submission web site. Movies or other materials to

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support papers can also be submitted through the submission web site. The format of movies must be AVI/QuickTime/MPEG-1 and less than 3 minutes long. The size of any material must not exceed 100 mega bytes in total. These submissions must also be received by March 25, 2005.

Important Dates for Technical Papers:

Full paper submission due: Friday, March 25, 2005
Notification of acceptance: Monday, May 16, 2005
Camera-ready copy due: Friday, June 19, 2005

*****Demonstrations and Posters*****

Posters and/or demos present preliminary results of research or design work within the scope of entertainment computing and with more emphasis on the interdisciplinary evaluation of these ideas. An extended abstract should be written in English and must be no longer than 4 pages in Springer LNCS style. All submissions will be reviewed by the ICEC 2005 program committee.

Two different deadlines for posters and demos are set to provide multiple chances to participate in the conference. Extended abstracts accepted from submissions by the early deadline are planned to be included in the proceedings of ICEC 2005 as the Springer Lecture Notes in Computer Science series. Those accepted from submissions by the late deadline will be published as a separate volume of proceedings. The late deadline offers authors an opportunity to present late breaking results. If possible, please include pictures and/or a video with your submission. Live demos are also encouraged. To be considered for demonstration during the conference, a 1-page description of the demo should be prepared, which specifies the requirements for space, equipments, and power supply for the demo. Extended abstracts should be submitted through the submission web site in PDF format. All materials will be reviewed and processed electronically. The information about the work and a contact author's email address, mailing address, and phone number must be submitted through the submission web site by the deadline. Movies or other materials can also be submitted through the submission web site. The format of movies must be AVI/QuickTime/MPEG-1 within 3 minutes, and the size of all materials must not exceed 100 mega bytes. Additional material must also be received by the deadline.

Important Dates for Demonstrations and Posters:

[Early submission deadline]

Extended abstract submission due: Friday, March 25, 2005
Notification of acceptance: Monday, May 16, 2005
Camera-ready copy due: Sunday, June 19, 2005

[Late submission deadline]

Extended abstract submission due: Friday, July 1, 2005
Notification of acceptance: Friday, July 22, 2005
Camera-ready copy due: Sunday, August 14, 2005

*****Exhibitions*****

Exhibits are invited from interested commercial organizations. Exhibits of computer games, arcade games, interactive systems, robots and toys are welcome. Details regarding exhibitions will be announced later.

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ICEC 2005 Committee (tentative)

General Conference Chair: Ryohei Nakatsu (Japan)

General Conference Co-chairs: Michihiko Minoh (Japan), Akihiro Yagi (Japan)

International Organizing Committee:

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Former Proceedings of ICEC conferences:



Entertainment Computing
Technologies and Applications
Series: [IFIP International Federation for Information Processing](#), Vol. 112
Nakatsu, Ryohei; Hoshino, Junichi (Eds.)
2003, 552 p., Hardcover
ISBN: 1-4020-7360-7
Price. **EUR 189.00**



Entertainment Computing - ICEC 2004
Third International Conference, Eindhoven,
Series : [Lecture Notes in Computer Science](#),
Vol. 3166
Rauterberg, Matthias (Ed.)
2004, 617 p., Softcover
ISBN: 3-540-22947-7
Price. **EUR 98.00**